

GAME BOY ADVANCE

AGB-B8ME-USA

INSTRUCTION  
BOOKLET



**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

### **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions**

**Altered vision**

**Eye or muscle twitching**

**Involuntary movements**

**Loss of awareness**

**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

## **WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

## **WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

*The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.*

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



**THIS GAME PAK WILL WORK ONLY WITH THE  
GAME BOY® ADVANCE OR NINTENDO DS™  
VIDEO GAME SYSTEMS.**



**THIS GAME PAK INCLUDES A MULTIPLAYER MODE  
WHICH CAN USE A GAME BOY® ADVANCE  
GAME LINK® CABLE.**

### **NEED HELP PLAYING A GAME?**

You can visit our website at [www.nintendo.com](http://www.nintendo.com) for game play information.  
For automated game play tips and news, call Nintendo's Power Line at: **1-425-885-7529**.  
This may be a long distance call, so please ask permission from whomever pays the phone bill.

**Rather talk with a game counselor?**

**1-800-521-0900**

Available in U.S. and Canada - \$1.50 per minute (U.S. funds)

Please have Visa or MasterCard ready

**MON. - SUN., 6:00 a.m. to 7:00 p.m., Pacific Time**

Callers under 18 need to obtain parental permission to call. Prices subject to change.

TTY Game Play Assistance: 425-883-9714



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MARIO



LUIGI

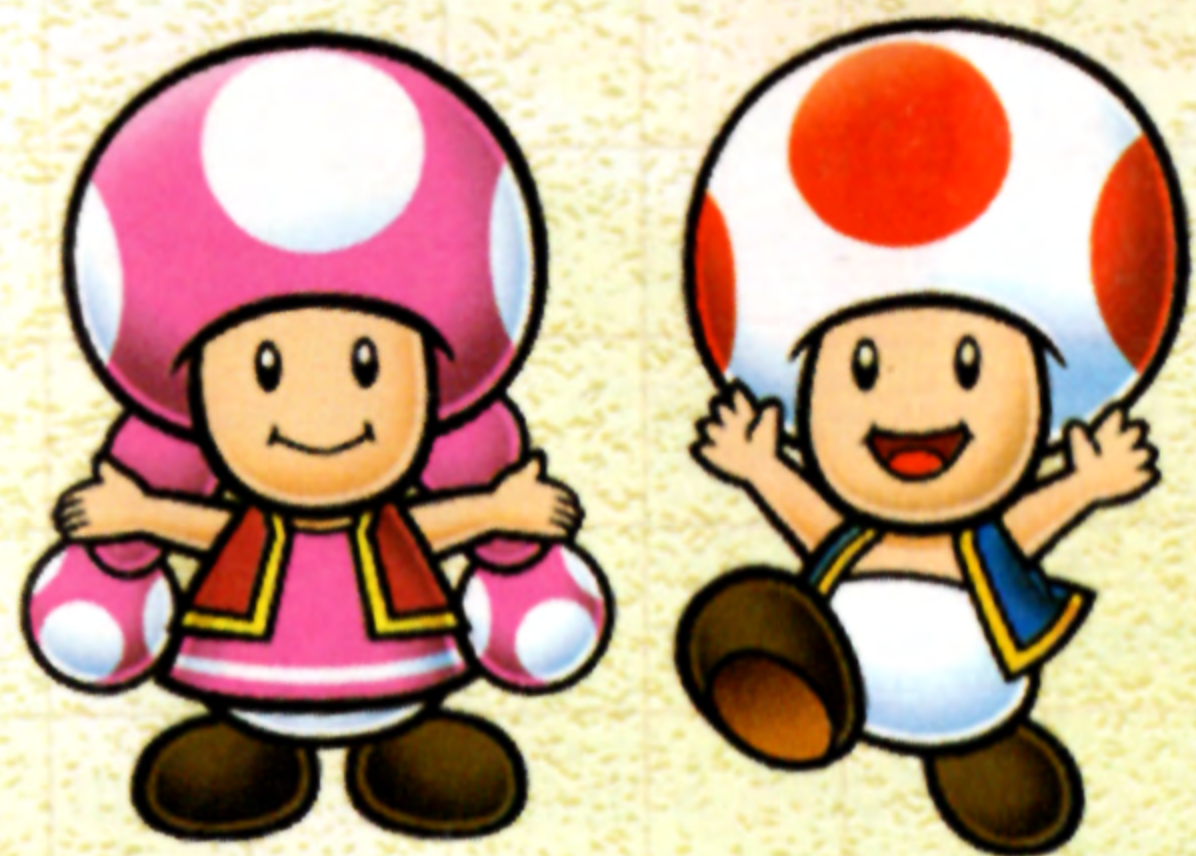


PEACH



YOSHI

# LET'S PARTY!



**Mario Party World**, a massive theme park packed with fun **mini-games** and odd **Gadgets**, has always been the party destination of choice for **Mario** and friends. That is, until **Bowser** decided to ruin everyone's fun by scattering all the **mini-games** and **Gadgets** across **Shroom City**! You'll have to talk to Shroom City's residents and complete their quests to collect all of **Mario Party World's** greatest **mini-games** and **Gadgets**! Try to find them all!

# HOW TO PLAY

- When using a Game Boy Advance SP, Nintendo DS, or Game Boy Player, please refer to the user's manual of each respective system.

## L Button

Access the menu in Shroom City.  
See page 14 for more information.

## R Button

View the Shroom City map.

## +Control Pad

Select menu options  
and move the  
cursor or character.



## START

Pause the game.

## B Button

Cancel and go back to the  
previous screen.

## A Button

Confirm your  
selection or roll the  
dice in Shroom City.

## SHROOM CITY MAP



Spaces  
remaining

### +Control Pad

Scroll around the screen  
or move.

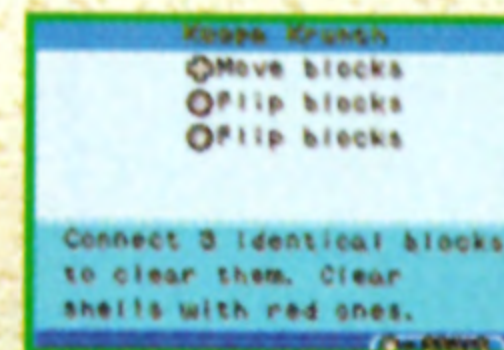
### A Button

View the Complete Map.

### B Button

Go back to the  
previous screen.

## MINI-GAME AND GADGET DESCRIPTIONS



Before you play a mini-game or Gadget, you'll see a description that will teach you how to play. Be sure to read the instructions before you play for the first time.

## COMPLETE MAP



+Control Pad

Press left or right to select an area. Press up or down to choose a building.

A Button

Mark a spot on the board.

B Button

Go back to the previous screen.

Place a marker on the map to guide you to where you want to go.



Make sure that your Game Boy Advance is turned off before you insert the Game Pak. Press START at any time during the opening cinema to reach the title screen.

You'll need to create a passport the first time you play the game.



## PARTY WORLD

Once you've made a passport, select **Party World** to start playing.

## BONUS BOARD

Party with your friends with the Bonus Board, a Mario Party board game! See Page 27 for details.

## PASSPORT

Access your passport from the title screen to trade it or change your secret.

See page 24 for details.



# GAME MODES

Here fun with Party World's four great game modes! Whether you're in the mood for single- or multi-player action, there's something in Party World for you!

## SHROOM CITY

See page **11** for more information.

In this single-player mode, you'll explore Shroom City, completing quests to earn mini-games and Gaddgets along the way!

## PLAY LAND

See page **16** for more information.

Play all the mini-games and Gaddgets you've earned in this mode. You can also download them to a Game Boy Advance without a Game Pak inserted.

## PARTY LAND

See page **19** for more information.

In this multiplayer mode, you can play mini-games against your friend! On top of two-player battles using a Game Link cable, there are even games you can play with up to 100 players.

## CHALLENGE LAND

See page **22** for more information.

Play mini-games you've earned to earn coins, and then use them to buy new Gaddgets. Single-player only.



# SHROOM CITY

## How to Play

Choose your character, and then start exploring Shroom City!

### Start!

You'll be riding around Shroom City in a fabulous Mushroom Car. You will start out with five mushrooms. Each mushroom gets you one roll of the dice.

#### ● Roll the dice .....

You can move however many spaces you roll with the dice.

#### ● Spaces .....

Each type of space has a different effect. See page 12 for more information.

#### ● Buildings .....

If you decide to pass a building without going inside, it won't count against the number of spaces you rolled. However, you'll need to stop at buildings if you want to get quests and important information.



Your turn will end automatically once you've moved the number of spaces you rolled with the dice. Your turn will also end if you enter a building, even if you haven't moved all of the spaces you rolled with the dice.

Repeat these steps until you run out of mushrooms. You'll have a chance to earn more mushrooms after every three turns. Refer to page 13 for more information.

If you run out of mushrooms or quit...

### Game Over

When your game is over, you'll see which mini-games and Gaddgets you earned on the results screen. See page 13 for more information.

## Characters and Starting Points



Each character starts from a different area in Shroom City. Some quests can only be completed by a specific character. Choose your character wisely!

## Special Spaces



### Dice Space

Stop on a Dice Space to roll the dice again! Move strategically and land on these spaces repeatedly to move long distances across the board.



### Minus Space

You'll lose a mushroom if you stop on a Minus Space.



### Mini-game Space

If you stop on a Mini-game Space, you'll play a mini-game. If you beat Tumble's mini-game, you'll earn two mushrooms. If you lose to Koopa Kid, he'll steal a mushroom!

## Koopa Kid

After you've collected a few Gaddgets, Koopa Kid may block your path!





## **Quests**

Quests are challenges you'll need to complete to earn mini-games and Gaddgets. Each quest is different; you may be asked to do an errand, solve a crime, or beat a mini-game. Complete all of the quests to beat the game!



## **Microgames**

Microgames are short games you'll play to earn mini-games and Gaddgets. The game rules and instructions will appear before you play.



## **More Mushrooms**

After every three turns, you'll get a chance to earn more mushrooms. The mini-game wheel will decide which mini-game you'll play. If you win, you'll get three more mushrooms. Your game is over if you run out of mushrooms.



## **Result Screen**

The result screen displays all the Gaddgets and mini-games you earned. It only appears if you quit or your game is over. In other game modes, you can go back and play any mini-game you played either from the mini-game wheel or by stopping on a Mini-game Space.

## **Menu**

Press the L Button when you're exploring Shroom City to access the menu.



### **Quest Data**

View the details of the current quest.

### **Save**

Save your progress and quit.

### **Character List**

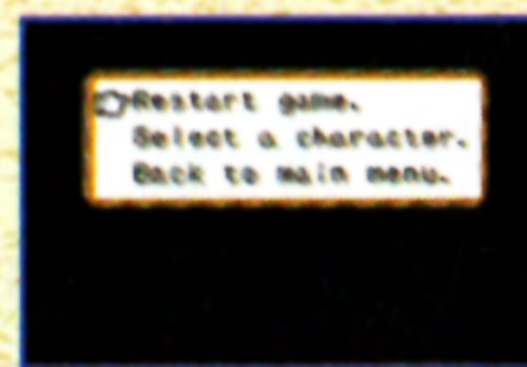
Read a description of every character you've met.

### **Quit**

Quit the game.

## **Game Over Menu**

This menu only appears once your game is over.



### **Restart game**

Play the game again with the same character.

### **Back to main menu**

Return to Party World.

### **Select a character**

Choose another character to play.



## Key Characters



**Shroomlock**

A shrewd detective with Toadland Yard, Shroomlock solves crimes using his awesome powers of deductive reasoning. He dotes on his wife.



**Mushbert**

Mushbert loves cartoons and knows everything about his favorite show, Toad Force V.



**Mr. E**

Mr. E is a mystery-loving adventurer that travels the world seeking the unknown. You never know where you'll run into him!



**Mrs. Shroomlock**

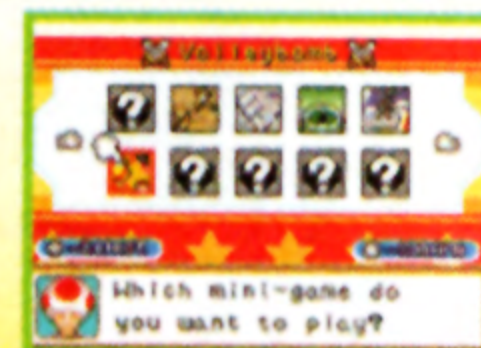
Mrs. Shroomlock loves to gossip and has all kinds of hot information. She often talks about a different topic each time you visit, so you may want to take notes.

# PLAY LAND

## Play Land Menu

### List of Mini-games

Play any mini-game you've collected in this mode! Just choose the mini-game you want to play on the mini-game selection screen. You can play two-player games in Party Land. [See page 19 for more information.](#)



### Downloading mini-games

Use a Link cable to transfer a mini-game you've earned to another Game Boy Advance system that doesn't have a Game Pak inserted. [See page 17 for more information.](#)

### Penguin Race

With this mode, two to four players can race using multiple Game Paks. Refer to page 38 of this manual for more information about connecting your GBA. You need a Game Pak for every GBA and a Game Link cable to play Penguin Race.

### List of Gaddgets

Play with your Gaddgets here! You'll start out with ten Gaddgets to play around with. Press START while playing with a Gaddget to return to the selection screen.



### Downloading Gaddgets

Use a Link cable to download a Gaddget you've earned onto another Game Boy Advance system without a Game Pak inserted. [See page 17 for more information.](#)

## ↓ Downloading Mini-games and Gaddgets ↓

The mini-game and Gaddget download feature is designed for single Game Pak play only. Please refer to page 34 of the manual for more information about connecting GBA systems with a Link cable. When you are ready to download, follow the steps listed below.

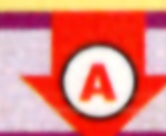
### ▶ Download



Select download



Choose a mini-game or a Gaddget



Start downloading



Download complete

Choose a mini-game or Gaddget and press the A Button. Select a character while downloading a mini-game.

Disconnect the Game Link cable and enjoy.



### Caution



The game will return to the menu screen if the downloading process fails. If this happens, retry the connection process starting with connecting the Link cable. **The downloaded Gaddget or mini-game will not remain on the GBA without a Game Pak inserted after it has been turned off.**

## Penguin Race

With this mode, two to four players can race each other using multiple Game Paks. Refer to page 38 of this manual for more information about connecting Game Boy Advance systems. When you're ready to link, follow the steps below to enter the race. If the link process fails, the game will return to the Play Land menu screen. If this happens, retry the connection process starting with connecting the Link cable.

### Select Penguin Race



B

A



### Enter Penguin Race

Press the A Button to enter the Penguin Race.

A

### Start Penguin Race

You won't need to control the system while the race is underway. Sit back, relax, and enjoy the race!

## What are Gaddgets?

Gaddgets are bizarre inventions created by professor E. Gadd. Complete quests in Shroom City to earn them. You can also buy them with coins in Challenge Land. Show them off to your friends!



# PARTY LAND

## Party Land Menu

Challenge your friends with the mini-games you've earned in Party Land! You can only play Duel Battles and Secret Battles until you earn more mini-games in Shroom City. Party Land is multiplayer only. On top of the two-player games you play with a Link cable, there are also modes you can play with up to 100 players!

### ► **Duel Games**

Choose from eight mini-games you can play with two players and one Game Pak.

### ► **Secret Battle Games**

Compete for another player's secret in this multiple Game Pak mode.

### ► **100-player Battle**

Up to 100 players can battle using a single mini-game. Only one GBA is required, and you won't need a Game Link cable to play. **See page 21 for more information.**

### ► **Koopa Kid Battle**

Battle your friends in Koopa Kid mini-games. Requires multiple Game Paks.

### ► **100-player Attack**

Compete with a massive number of people for the most consecutive wins in a mini-game! Only one GBA is required, and you won't need a Game Link cable to play. **See page 21 for more information.**

## Link Battles

When you're ready to link, follow the steps below to select a character and mini-game. If the link process fails, the game will return to the Party Land menu screen. If this happens, retry the connection process starting with connecting the Link cable.

**Select Duel Games, Secret Battle or Koopa Kid Battle**



**Choose a character**



You can't choose a character in Koopa Kid Battles.

**Pick a mini-game (player 1 only)**



Choose to play either a one-, three-, or five-round game.

**Let the battle begin!**

Refer to **page 34 or 36** for more information about connecting Game Boy Advance systems with a Link cable. Refer to **page 19** to learn more about Secret Battle games and Koopa Kid Battles.



## 100-player Battle

Between two and 100 players can compete in one mini-game! All you have to do to play is pass your GBA. Before you start the game, assign a number to each player.

**Example:** If three players are playing, assign P1, P2, and P3 to each player.

- When you select the number of players (2 to 100) and a mini-game, the game screen will display the starting player number. The starting player plays a mini-game and the score he or she sets becomes the current high score.
- The game screen will display the next player's number. Pass the GBA to that player and let them play. The player who sets the high score and holds it for two records

## 100-player Attack

In this mode, you can compete against other players on a single GBA to see who can build up the biggest winning streak. You can rack up as many as 100 consecutive wins.

- Choose a mini-game and set a high score.
- Hand the GBA to the next player, who will then try to beat the high score you set.
- When someone sets a new record, the winning streak up to that point will appear on the screen and the game is over. If no one breaks the record, you can choose to either play again or quit. If you want to extend your winning streak, choose to continue and give another player a chance to challenge your record.

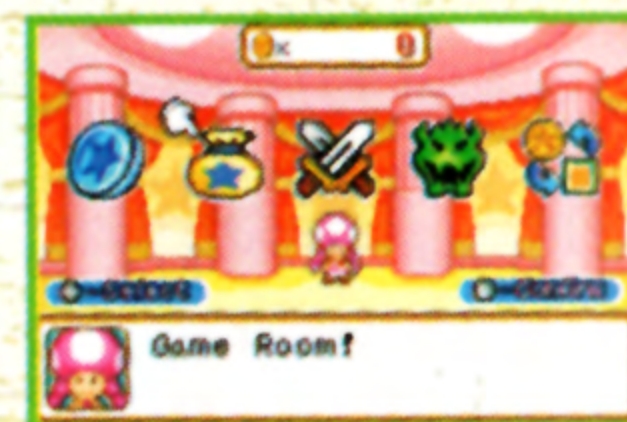


# CHALLENGE LAND

Challenge Land features four different ways to play. Each mode has a requirement you need to fulfill before you can play it. You can also trade in the coins you've earned for Gaddgets.

## ★ Mini-game Attack

Toad has three mini-games you can play; choose the one you think you can beat. If you win, you'll have a chance to earn coins. You'll play 15 mini-games keep winning to earn coins! Press the L Button while selecting a mini-game to cash in and quit. That way, you can keep the coins you've earned. Press the R Button to use a card.



### ▶ Mini-game Attack Requirements

You must have earned more than 15 mini-games.

## ★ Game Room

In the Game Room, you can play coin games you've earned in Shroom City. If you're lucky, you could win lots of coins! There are six coin games in all.



### ▶ Game Room Requirements

You must have earned at least one coin game.



## ★ Duel Dash

To play, you must first select a game difficulty level and an opponent. There are three difficulty levels: Easy (three rounds), Normal (five rounds), and Hard (eight rounds). The number of coins you earn depends on the difficulty level you select. Toadette will be your host in this mode.



### ► Duel Dash Requirements

You must have at least three Duel Mini-games. You can play Normal difficulty once you have five Duel Mini-games and Hard difficulty once you have eight Duel Mini-games.

## ★ Bowser Land

Bowser has created his own evil theme park! In this mode, you'll roll the dice and head for the goal, playing Koopa Kid mini-games when you stop on a space. If you don't beat the mini-game, Bowser will send you back to the start.



### ► Bowser Land Requirements

You must have all the Koopa Kid mini-games.



# PASSPORT

In your passport, you can enter your name, birth month, hobbies, and comments. You can also write down secrets and dreams you can't tell anyone else, or trade passport information using a Link cable. Trade passports with your friends and build a collection!

## Making a Passport



Use the following buttons to enter information.



**A Button**

Confirm your selection.

**+ Control Pad**

Move the cursor to your selection.

**B Button**

Backspace.

**START**

Move the cursor back to the OK position.

## Create a face

Mix and match parts to make a face!



# Passport Menu

## ► View passports

In addition to entering information into your own passport, you can trade it with friends and see the information in theirs. To delete a passport, press the L and R Buttons simultaneously while viewing it.



To delete your passport and all of your saved data, press the L and R Buttons simultaneously while viewing your own passport. Beware: **once you delete your data, it's gone forever!**



## ► Revise secret

Select this option to revise your secret.



## ► Trade passports

Trade passports using a Game Link cable.

See page 36 for more information.



## ▶ Trading passports

You can only trade passports using two Game Paks. Refer to page 36 for more information about connecting with a Link cable.

This screen will appear once you have successfully traded passports.



**Select "Passport"**



**Select "Trade passports"**



**Start trading Passports**



**Done**



The game will return to the title screen if the passport trade fails. If this happens, retry the connection process beginning with connecting the Link cable.

# BONUS BOARD

## What's the Bonus Board?

With the Bonus Board, you can play Mario Party as a board game with a GBA and up to four players! Just cut out the paper board map and character pieces. Use the GBA to roll the dice, play Gaddgets, or trigger events on Star Spaces.



## What you need:

- Game Boy Advance, Game Boy Advance SP, or Nintendo DS ----- 1
- Mario Party Advance Game Pak ----- 1
- Character pieces ----- 4
- Game Board ----- 1
- Star Piece ----- 1

- The Bonus Board is included in the game package. The characters and Star Piece are printed on the game board.

## Getting Ready

Select Bonus Board on the title screen to get your GBA ready. Each player selects one of the four character pieces and places it on their respective starting points on the board. Place the Star Piece on one of the four star spaces on the game board. Decide who will go first. Everyone takes turns rolling the dice in a clockwise fashion.



## **Playing**

Before you play, decide whether you want to play the game clockwise or counter-clockwise.

### **Roll the dice to move around.**

Press the A Button on the dice screen to roll the dice. Press the A Button again to stop the roll. Move your character however many spaces you roll.



Press START to return to the title screen.

### **Spaces**



#### **Yellow Space**

Nothing happens if you stop on one of these spaces—your turn will simply end.



#### **Star Warp Space**

Move the Star Piece to another Star Space. Your turn will end.



#### **E.Gadd Space**

If you land in this space, use the +Control Pad to access the Gadget selection screen. Press the A Button to randomly select which Gadget you'll play. **See pages 29-31 for Gadget rules.**



#### **Pipe Space**

Move to the other same-colored Pipe Space on the Bonus Board. Your turn will end.



#### **Star Space**

If you land on a Star Space that has a Star Piece, you get a chance to win (or you might win)! **See page 31 for more information.**

## **Bonus Board**



**Starting points**  
**Star Spaces**

**Character pieces**



**Star Piece**

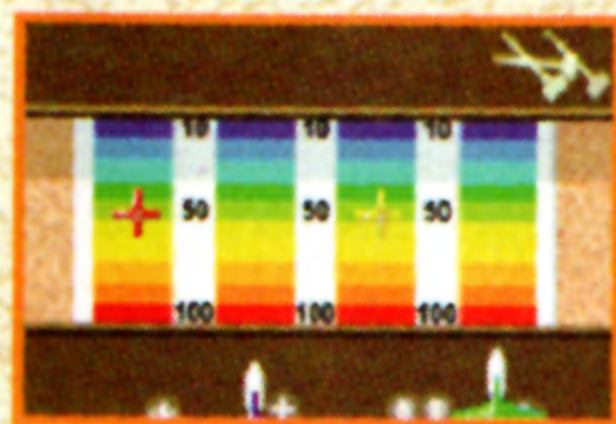


Place the Star Piece on one of the four Star Spaces and start the game.

## **Special Gadget Rules**

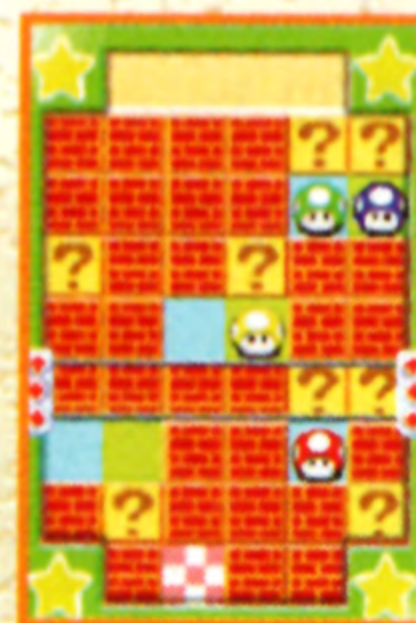
When you stop on an E. Gadd Space, you will play whatever Gadget the wheel chooses for you. If you don't know how to play, read the instructions that appear on the screen.

### **Dart Attack**



Everyone throws a dart at a dropping target. Whoever hit closest to the mark gets to roll the dice.

### **Shroom Drop**



Pick a mushroom and drop them in turn. Whoever drops the mushroom first rolls the dice.

## 4-P Pinball



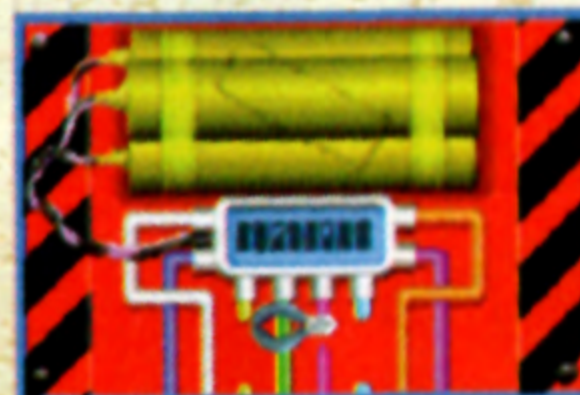
Play pinball with four players at the same time. Whoever plays all the way to the end gets to roll the dice.

## Attack Frog



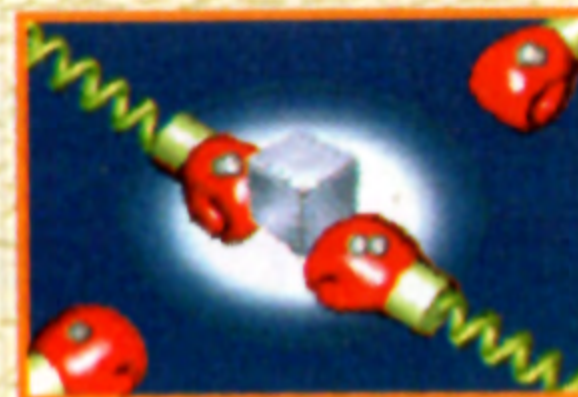
If a bug appears in the center of the screen, flick your tongue at it! Whoever eats the bugs first gets to roll the dice.

## Bomb Game



Take turns cutting the wires on a bomb. If you cut the wrong wire and cause an explosion, you must go back to the Start.

## Block Punch



Everyone punches the block in the center of the screen. Whoever breaks the block first gets to roll the dice.

## Chicken Race



Stop your car as close to the cliff edge as you can without plunging over the edge! Whoever stops closest to the edge gets to roll the dice.

## Egg Panic



Take turns dropping eggs into the bag. Sooner or later, the bag will burst. Whoever makes the bag burst has to go back to the Start.

## Stick to It



This device will decide who will have to go back to the Start; if the stick falls your way, you have to go back!

- Press START while playing a Gaddget to quit and return to the dice screen.
- When playing with multiple players, keep the GBA stationary.
- If a Gaddget appears sideways, turn your GBA to make it upright.

## Compat-i-com



Test your compatibility! If the meter goes over 50%, move that person's piece to the same space as yours. If it's less than 50%, move to where their character piece is.

## Where's the Star!?



When you reach a Star Space with the Star Piece on it, press right on the + Control Pad select the Star Piece on the Star Piece screen. This screen features six boxes. Using the + Control Pad, choose a box that you think contains a Star and press the A Button. If you don't get a Star, your turn is over. Whoever picks the box with a Star in it wins the game. If you stop on a Star Space that doesn't have a Star Piece, your turn is over.

- These rules are just a suggestion. If you can come up with your own rules for the Bonus Board, go for it!

# Mini-GAMES

## Single-player Mini-games

- ◊ Boo-Bye
- ◊ Grabbit
- ◊ Chomp Walker
- ◊ Barrel Peril
- ◊ Big Popper
- ◊ Forest Jump
- ◊ Amplifried
- ◊ Flingshot
- ◊ Spooky Spike

- ◊ Bob-00M!
- ◊ Reel Cheep
- ◊ Shell Stack
- ◊ Bunny Belt
- ◊ Pest Aside
- ◊ Melon Folly
- ◊ On the Spot
- ◊ Dreadmill
- ◊ Stompbot XL

- ◊ Sled Slide
- ◊ Flippin' Out
- ◊ See Monkey?
- ◊ Outta My Way
- ◊ Broom Zoom



## Duel Mini-games

- ◊ Slammer
- ◊ Tank-Down
- ◊ Hammergeddon
- ◊ Stair Scare

- ◊ Chicken!
- ◊ Chain Saw
- ◊ Volleybomb
- ◊ Koopa Kurl



## Coin Mini-games

- ◊ Scratch 'Em
- ◊ Match 'Em
- ◊ Watch 'Em
- ◊ Drop 'Em

- ◊ Stop 'Em
- ◊ Pair 'Em



## Koopa Kid Mini-games

- ◊ Mush Rush
- ◊ Crushed Ice
- ◊ Peek-n-Sneak
- ◊ Splatterball

- ◊ Trap Floor
- ◊ Koopa Kappa



## GADGETS



- ◊ Snooze Ewes
- ◊ Porta-Gust
- ◊ Magic Lamp
- ◊ Power Star
- ◊ Desktop Golf
- ◊ Bait 'n Wait
- ◊ Digitizer
- ◊ Shroom Bloom
- ◊ Poochy Pal
- ◊ Bull's-eye
- ◊ Soil Sonar

- ◊ Egg Roll
- ◊ Morse Maker
- ◊ Snow Globe
- ◊ Tile Trial
- ◊ Map Maker
- ◊ Mini Maze
- ◊ Faux Flame
- ◊ Stress Press
- ◊ Card Trick
- ◊ Hourglass
- ◊ Rochambeau
- ◊ Breeze Buddy
- ◊ Love Me Not
- ◊ Mini Bowling
- ◊ Mini B-Ball
- ◊ Screen Clean
- ◊ Cake Maker

- ◊ Bead Machine
- ◊ Jewelry Case
- ◊ Dessert Menu



...And More!

## ■ Connecting Game Boy Advance Game Link cable

Follow the steps below to connect Game Boy Advance systems or a Game Boy Player to each other using the Game Boy Advance Game Link cable.

### ■ What you'll need:

- Game Boy Advance, Game Boy Advance SP, or Game Boy Player  
(including a Nintendo GameCube and Controller) ----- One for each player

\* You cannot use the Nintendo DS.

- Mario Party Advance Game Pak ----- One
- Game Boy Advance Game Link cable ----- One

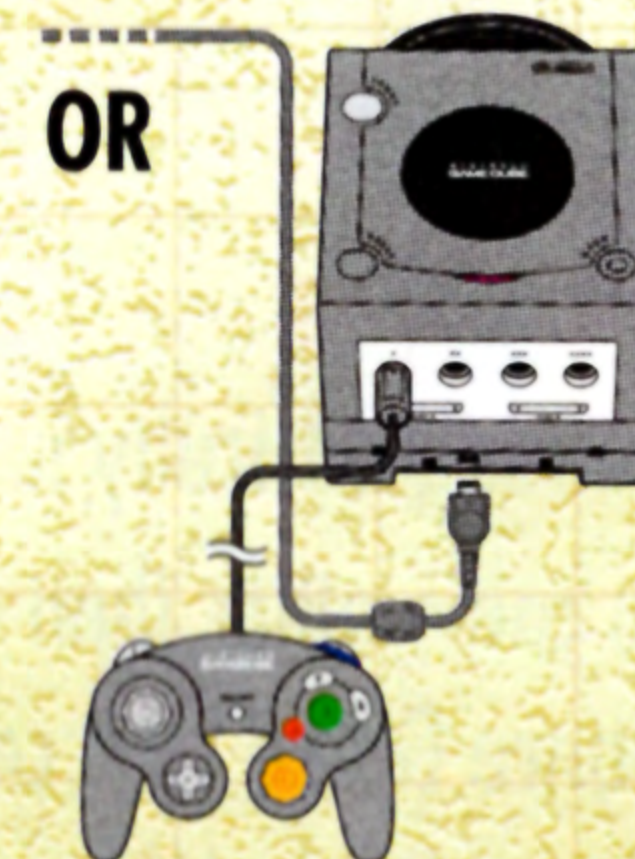
### ■ Troubleshooting

If you are experiencing difficulty linking, one of the following problems may be responsible:

- You are using a cable other than a Game Boy Advance Game Link cable.
- Game Boy Advance Game Link cable is not properly connected.
- Game Boy Advance Game Link cable is unplugged or inserted during transmission.
- No Game Pak is inserted in player 1's system.

## ■ Connections

1. Make sure that all of the systems have been turned off before inserting Game Paks into player 1's system.
2. Connect the Game Boy Advance Game Link cables to the Communication Port on each of the Game Boy Advance systems so that the purple end of the cable is connected to P1.
3. Turn on the power of both systems.
  - You may not play with another player (link play) using a Nintendo GameCube with a Game Boy Player attached with 2 controllers.



## ■ Connecting Game Boy Advance Game Link Cable

Follow the steps below to connect Game Boy Advance systems or Game Boy Player to each other using the Game Boy Advance Game Link cable.

### ■ What you'll need:

- Game Boy Advance, Game Boy Advance SP, or Game Boy Player  
(including a Nintendo GameCube and Controller) ----- One for each player

\* You cannot use the Nintendo DS.

- Mario Party Advance Game Pak ----- One for each player
- Game Boy Advance Game Link cable ----- One

### ■ Troubleshooting

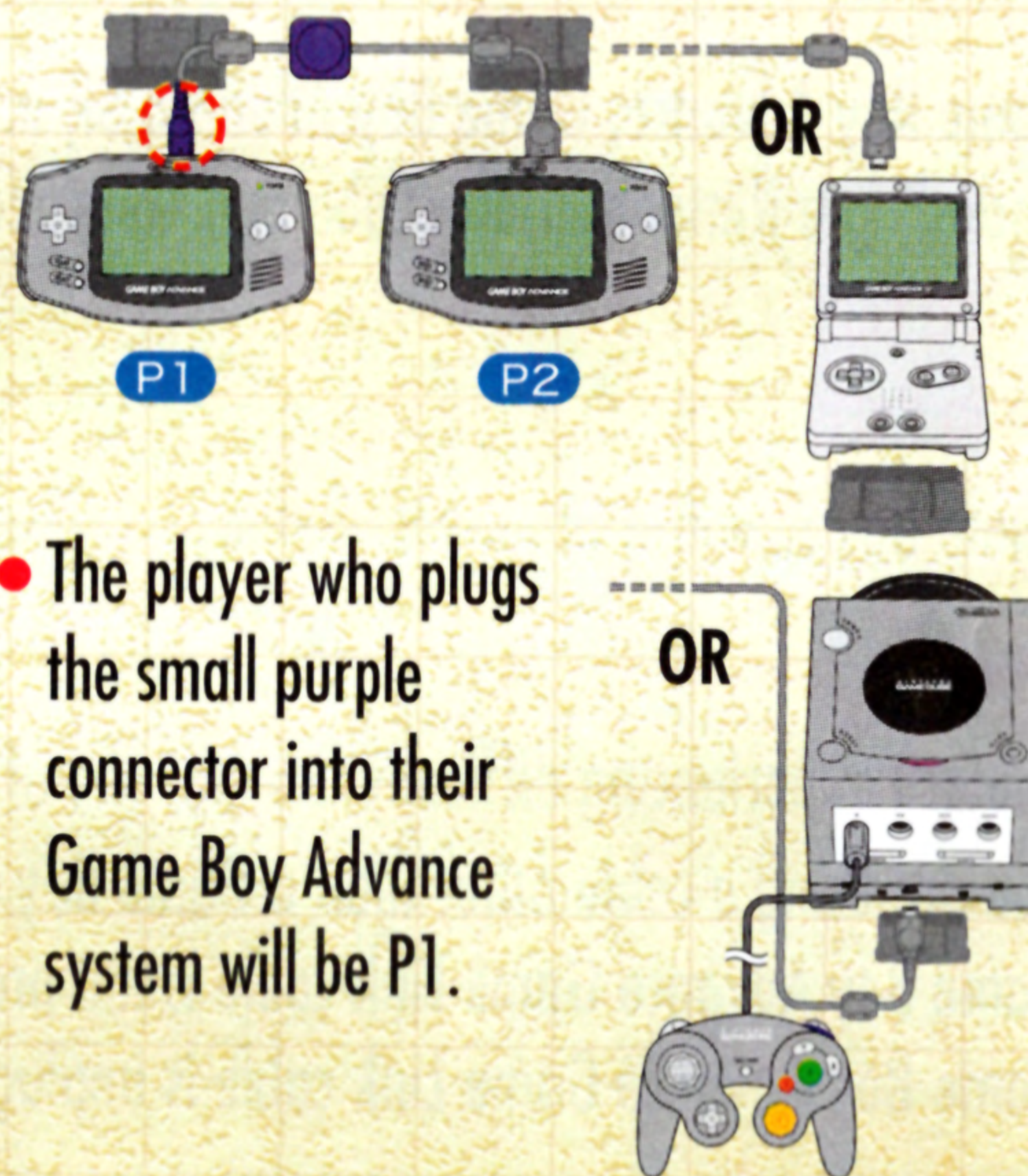
If you are experiencing difficulty linking, one of the following problems may be responsible:

- You are using a cable other than a Game Boy Advance Game Link cable.
- Game Boy Advance Game Link cable is not properly connected.
- Game Boy Advance Game Link cable is unplugged or inserted during transmission.

## Multiple Game Paks: 2 Players

### ■ Connections

1. Make sure that the power on all of the systems is turned off before inserting the Game Paks into each system.
2. Connect the Game Boy Advance Game Link cables to the Communication Port on each of the Game Boy Advance systems.
3. Turn on the power of both systems.
4. Follow the instructions on page 20 for Link Battles and page 26 for trading Passports.



- The player who plugs the small purple connector into their Game Boy Advance system will be P1.

## ■ Connecting Game Boy Advance Game Link Cable

Follow the steps below to connect Game Boy Advance systems or Game Boy Player to each other using the Game Boy Advance Game Link cable.

### ■ What you'll need:

- Game Boy Advance, Game Boy Advance SP, or Game Boy Player  
(including a Nintendo GameCube and Controller) ----- One for each player

\* You cannot use the Nintendo DS.

- Mario Party Advance Game Pak ----- One for each player

- Game Boy Advance Game Link cable      • Two players — 1   • Three players — 2   • Four players — 3

### ■ Troubleshooting

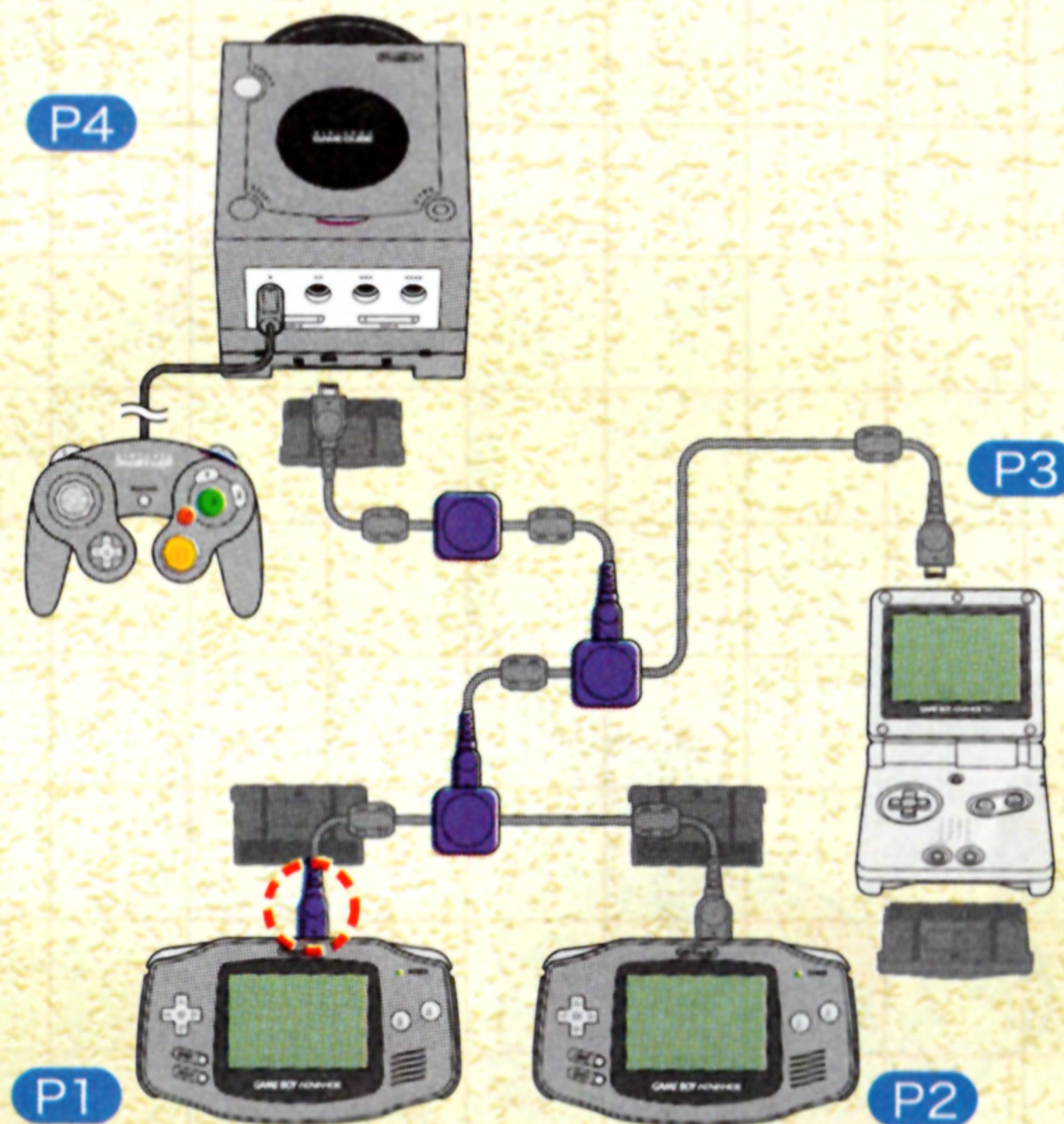
If you are experiencing difficulty linking, one of the following problems may be responsible:

- You are using a cable other than a Game Boy Advance Game Link cable.
- Game Boy Advance Game Link cable is not properly connected.
- Game Boy Advance Game Link cable is unplugged or inserted during transmission.

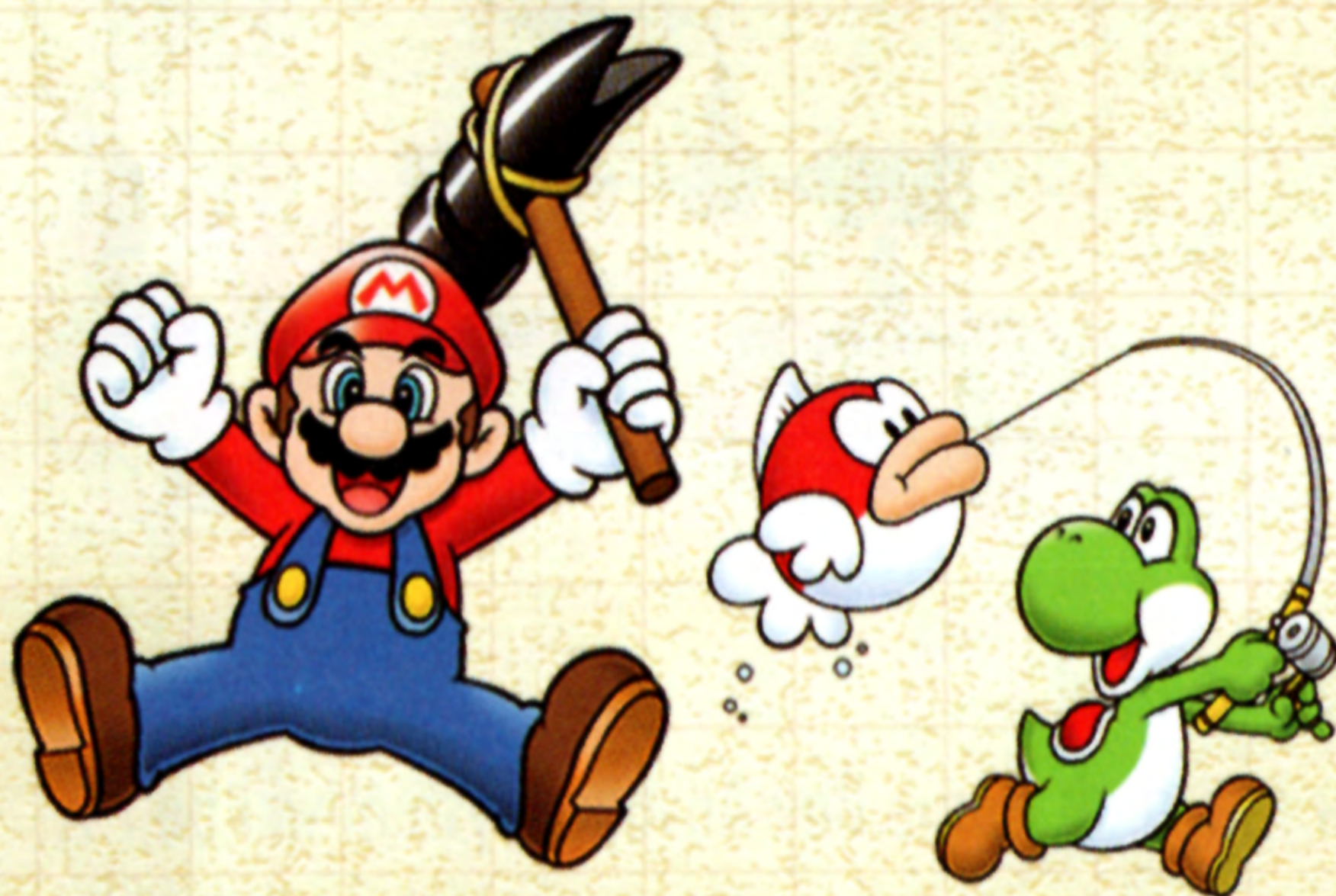
## Multiple Game Paks: "Penguin Race"

### ■ Connections

1. Make sure that the power on all of the systems is turned off before inserting the Game Paks into each system.
  2. Connect the Game Boy Advance Game Link cables to the Communication Port on each of the Game Boy Advance systems.
  3. Turn on the power of both systems.
  4. Follow the instructions on page 18 on this manual.
- When playing with two or three players, do not connect any Game Boy Advance systems or Game Boy Advance Game Link cables that will not be used.
  - The player who plugs the small purple connector into their Game Boy Advance system will be P1.



# NOTES





# NOTES



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